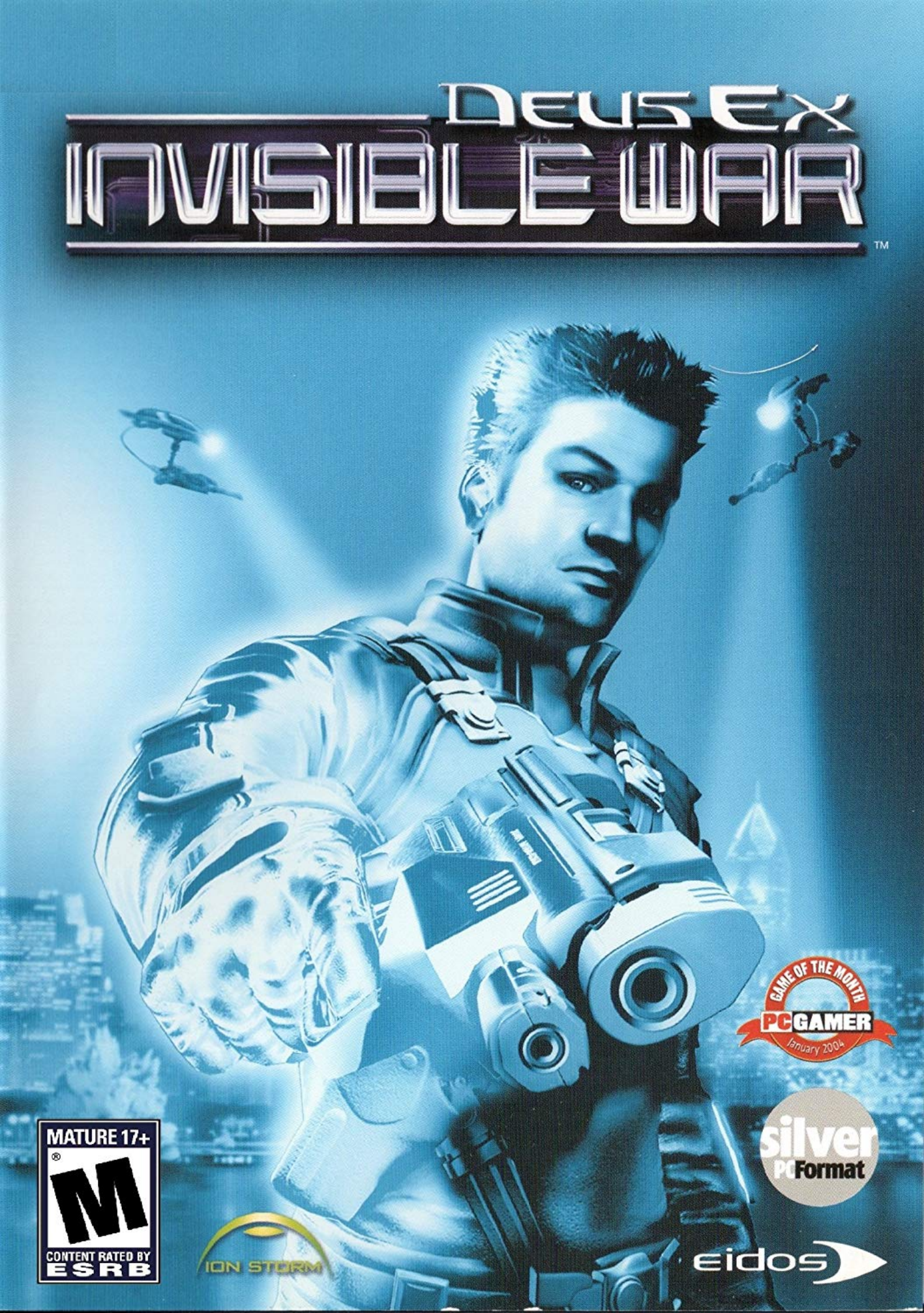
DEUS EX
INVISIBLE WAR
™



GAME OF THE MONTH
PC GAMER
January 2004

silver
PC Format

MATURE 17+
M
CONTENT RATED BY ESRB

ION STORM

eidos

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THE MAIN MENU

After *Deus Ex: Invisible War* loads you will see the main menu screen. To pick one of the options on this screen, use the Direction Keys to highlight your selection and then press Enter to continue (or simply press on your choice).

New Game. Begins a completely new game.

Save Game. Saves a game that is currently in progress. The Save Game choice is only active if you visit the Main Menu screen from gameplay.

Load Game. Resumes a previously saved game.

Options. Customizes your control, sound, graphic and other game settings. See p. 25 for more information.

You can return to this menu during gameplay by pressing Esc.

GAME SET-UP

When you begin a new game of *Deus Ex: Invisible War*, you must first make a few choices.

Select Game Difficulty

This choice determines how deadly in-game combat will be. Difficulty levels affect four things: ammo per clip, damage taken by enemies, damage taken by Alex D (your character), and enemy accuracy. There are four levels to choose from, in ascending order of difficulty:

- **Easy.** Increased damage taken by enemies, decreased enemy accuracy
- **Normal.** Base level
- **Hard.** Decreased damage taken by enemies, increased enemy accuracy, decreased ammo received from ammo clips
- **Realistic.** Increased damage taken by enemies, significantly increased damage taken by Alex D, increased enemy accuracy, decreased ammo received from ammo clips

You may change this setting at any time during the game, using the Options Menu (see p. 25).

Select Interface Color Scheme

You may select the color of your interface for maximum readability. You may change this setting at any time during the game, using the Options Menu (see p. 25).

Select Portrait

Choose the image that will represent your character, Alex D, in the game. This will determine both your appearance and your gender in the game. There are three male and three female portraits to choose from.

When you have made your selections above, highlight the DONE box and press Enter (or) to start the game.

Saving and Loading a Game

As you play *Deus Ex: Invisible War* you will want to save your game frequently. From the Main Menu you can save or load a game at any time.

Saving. From the Main Menu, select SAVE GAME and press Enter (or). A listing of current saved games is displayed. You may create a new saved game by selecting NEW SAVE and pressing Enter (or), or you may choose to overwrite an existing saved game by selecting it and pressing Enter (or). If you overwrite an existing saved game that game is lost permanently.

You may delete a saved game by highlighting it and pressing Tab. Once a saved game has been deleted it cannot be recovered.

Loading. To load a previously saved game, select LOAD GAME from the Main Menu. Your saved games are listed with the most recent save at the top of the screen. The map where the game was saved is the default name of the saved game. The amount of time that the game was played is also displayed with the map name. Use the Direction Keys to highlight the game you wish to load and press Enter (or). If you have a game in progress when you choose to load a saved game, all progress in your current game is lost.

KEY COMMANDS

Most interface selections can also be made with 🖱 (left mouse button).

Key Maps. Nearly every command in the game can be remapped to match your own playing style, through Control in the Options Menu (p. 25).

MENU DIRECTION KEYS

(Numeric keys have other functions in gameplay.)

Up ↑, W or 5 (nk*)
Down ↓, D or 2 (nk*)
Left ←, A or 1 (nk*)
Right →, S or 3 (nk*)
Tab Delete selected save game

IN-GAME KEY COMMANDS

Shift Walk/Run toggle
C Crouch/Stand toggle
Spacebar Jump or Mantle
🖱 Interact with selected person or object (talk, use, pick up, etc.)
🖱 Throw item that is in-hand
🖱 Attack targetted enemy or object
F Alt-fire attack
🖱 Drop in-hand item
Tab Open mod installation interface (when biomod screen or weapon selected)
F1 – F6 Toggle corresponding biomod on/off
1 – 6 Equip corresponding Toolbelt item (regular keypad)
B Biomod interface
V Inventory interface
N Datavault interface
(nk*) 3 Biomod HUD display
(nk*) 1 Toolbelt HUD display
nk* = numeric keypad
Esc Return to Main Menu from gameplay

MOVING

In *Deus Ex: Invisible War* you move around and interact with the world freely. This section will show you how to get to, through, past, around or over whatever you find in the game.

Facing and Moving

The direction you're facing determines your aiming point in combat (p. 8) and for using objects (p. 6). The mouse controls the direction you're facing:

Move the mouse left to turn left, move it right to turn right.

Push the mouse toward the screen to look up and pull it back toward you to look down.

Use the same mouse controls to maneuver an item that you are currently controlling (for example, a guided rocket).

The Direction Keys control your direction of movement:
Press ↑ or W to move ahead.
Push ← or A to strafe left and → or S to strafe right.
Push ↓ or D to back up.

Spacebar *Jumping and Falling*

Press Spacebar to jump. Jumping while standing still takes you straight up and down — this can be useful for seeing over obstacles and grabbing objects placed on high shelves.

To jump over or onto an obstacle, press Spacebar while running.

The Speed Enhancement biomod can greatly increase your jumping distance (see p. 19).

If you miss a jump from a high elevation — or simply step over a precipice — you can take falling damage. Depending on the height from which you fall, falling damage can be severe or even fatal. The Speed Enhancement and Move Silent biomods increase the distance you can fall without taking damage.

C *Crouching*

Press C to crouch. (This is a toggle; press C again to stand.) Crouching allows you to fit through small openings and helps you take advantage of cover and concealment in stealth situations.

You can move while crouched. Moving while crouched is significantly slower than normal movement, but you are much more silent and harder to spot, making crouched movement the preferred method in stealth situations.

Ladders

To climb a ladder, move toward it while looking in the direction you wish to climb. You will automatically begin climbing when you reach the ladder.

Spacebar *Mantling*

You can "boost yourself up" onto objects too high to jump onto directly. This is called "mantling." Move next to the object you want to climb onto, face it, and press and hold Spacebar to mantle.

TARGETING AND FOCUS

Your targeting cursor always appears at the center of the screen. To interact with an object in the world, focus on the object by approaching and centering your cursor on the object. The name of the object will appear in your HUD along with brackets around the object.

When the object has focus — in other words, when you see its name and brackets appear around it — you may interact with it by pressing 🖱.

USING AND COLLECTING OBJECTS

The game contains a variety of objects to pick up, use or otherwise manipulate. Weapons, tools, food and other usable items that you can carry with you are automatically added to your inventory when you pick them up (provided you still have inventory slots available). Managing your inventory is covered in detail beginning on p. 15, and a complete list of usable objects can be found beginning on p. 20.

Non-Inventory Items

Many objects, ranging from basketballs to smaller furniture to dead bodies, cannot be stored in your inventory, but can be picked up and carried by hand. Focus on the item and press 🖱 to pick it up.

You can only have one object "in hand" at any given time, whether it is an inventory or non-inventory item. If you are carrying a non-inventory object in hand, you have to drop it before you can ready, for example, a weapon or multitool for use.

Some objects that are too heavy to lift — particularly large crates or furniture — can be pushed. To push an object, position yourself with the object in front of you, facing the direction you want to push, and move forward.

🖱 Throwing Objects

You can throw most carried objects by pressing 🖱.

The distance an object can be thrown is determined by its weight, your strength, and where you are looking. If you want to throw for distance, look ahead and slightly upwards. Thrown items can be used to create a distraction.

You can drop any object you have in-hand by pressing 🖱.

Multitools

Multitools are self-configuring nano devices. In the hands of a skilled operator (such as yourself) they can be used to disable technological devices, and even to pick locks. The more difficult the task, the more multitools are needed.

When you focus on a lock or object that can be disabled using multitools, your internal software will display how many multitools are required.

COMMUNICATING

Interacting with the people you meet as you progress through *Deus Ex: Invisible War* is a vitally important part of the game.

Your internal software includes an IFF (Identification Friend or Foe) system that tells you whether a person is an enemy to be engaged in combat or someone with whom you can speak peacefully. When you are focused on a character, friendly characters are identified with green brackets while hostiles have red brackets. Blue brackets indicate a neutral character.

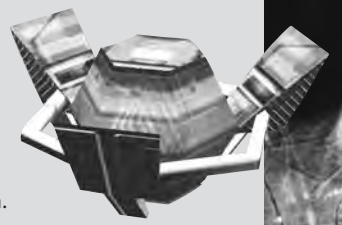
🖱 Talking to People

To speak to characters, stand next to them until targeting brackets appear, then press 🖱 to talk.

Sometimes you are given a choice of responses. You can cycle through the various choices with the Direction Keys, and press Enter (or 🖱) to choose a response. Your choice may affect how the character responds to you, and can have significant repercussions over the course of the game. During a conversation you may skip through the voice dialog by pressing Enter (to skip a line) or Spacebar (to skip an entire paragraph).

🖱 Holocomms

Holocomms are holographic communicators used to communicate with characters in remote locations. They can both play recorded messages ("Vmail") and transmit real-time conversations. To use a holocomm, focus on it and press 🖱. If there is a message waiting for you, a mail icon is shown on the comm. If someone wants to speak to you, a holographic image of that character is shown.



Datacubes

Datacubes hold recorded data such as email, memos, pictures and graphics. To access the contents of a datacube, focus on it and press . Any data that's important to your mission is automatically stored in your Datavault (see p. 15).

Purchasing/Credits

As you progress through the game, you will from time to time find Credits (the "virtual cash" of *Deus Ex*). Your credit total can be found at the top of your Inventory Screen (V to access).

You can purchase weapons, ammo, information and other useful items (including black market biomods) with credits. If a character has something he or she wishes to sell you, it will appear as an option during conversation. You can choose to accept or decline the transaction just as you would choose any other conversation option — highlight your choice and press Enter (or) to accept it.

COMBAT

In *Deus Ex: Invisible War*, combat is never the only way to accomplish your goals. However, if you choose to resort to combat, you should be aware of the resources at your disposal.

To engage a target, ready your weapon, face your enemy so that it's targeted and press to attack.

With hand-to-hand weapons, you must be standing within reach of the target, of course.

Damage and Healing

When you hit an enemy in combat, the attack's effectiveness depends on its location — head shots are far more severe than shots elsewhere on the body, but the head is a harder target to hit.

Damage you sustain can be healed by eating or drinking, or by using a medkit, a MedBot or a couple of biomods (see p. 19).

Food and drink heal only a very small amount of damage.

Medkits can be carried with you. It may take several medkits to heal severe wounds.

MedBots are available in many places. They provide much greater healing power per use *and* they can be used any number of times.

The Regeneration biomod also provides quick and complete healing, though using it requires bio energy. The Health Leech Drone biomod, which also requires bio energy, draws health from downed foes.

EMP Damage

EMP (Electromagnetic Pulse) weapons are designed for use against bots and other mechanical targets. In general, EMP damage does not affect organic targets (although some weapons are designed to both administer EMP damage and also affect organics through other means).

Thanks to your nano-systems, you are not entirely organic. If an EMP weapon hits you, your bio energy reserves will be drained severely.

Bots and other mechanical targets can be destroyed with either EMP or physical damage.

Ammo

All weapons use the same ammunition: a nano-mass that is dynamically configured by the weapon itself into ammunition of the appropriate type — anything from a pistol shot to a guided rocket, or even incendiary fuel for the flame thrower.

In general, heavier weapons use up more ammo per shot. You will get many more pistol shots from a single magazine than you will rockets or flame thrower strikes. You can carry up to 10 magazines of ammo at any given time.

Your current ammunition is displayed on your HUD.

F Alt Fire

Every ranged weapon in the game (plus all grenades and proximity mines) have an "alt fire" mode, activated when you use F to fire. Alt-fire effects range from targeting aids (the scope of the boltcaster and sniper rifle), to completely different modes of attack (the SMG's flash-bang grenade launcher, or the flame thrower's napalm caster). A list of the alt-fire attacks can be found in the weapon descriptions that begin on p. 21.

While some alt-fire effects are passive and use no additional ammo at all (e.g., scopes), other alt-fire attacks with high damage potential can require significantly more ammo than a normal attack.

The rocket launcher's alt-fire mode (guided fire) requires a bit of explanation: If you fire a missile with guided fire, you will see a point of view from the nose of the missile. You can then guide the missile to its target using your mouse to maneuver the projectile (as though you were moving yourself).

Grenades can be set to detonate on first impact in alt-fire mode. Proximity mines can be set to timed detonation in alt-fire mode.

Stealth

Stealth can be an important tactical consideration. Depending on your style of play, it can be as important as, or even more important than, offensive prowess.

Strealthy characters will find they can often use stealth to bypass combat entirely, while even the most aggressive fighters will find that their survival odds are significantly increased if they use stealth tactics to position themselves for the most effective assault.

To increase your chances of going unnoticed, move slowly or crouch, and stick to dimly lit areas.

Avoid the line of sight of hostiles — it's easier to sneak past an enemy if his back is turned. It can be useful to distract the enemy with thrown objects or other diversions (for example, a mine set to timed detonation). However, this can also put the enemy on alert that something is amiss, so use this tactic cautiously.

Several biomods, such as Cloak and Move Silent, can dramatically increase your stealth potential. See the list beginning on p. 18.

Non-Lethal Options

There are numerous non-lethal combat options available throughout the game. Sometimes the best way to get through a combat situation is simply to avoid it with stealth, but even if you choose to engage the enemy, you can choose to do so with non-lethal means like the bolt-caster, the stun prod or gas grenades. Remember, in *Deus Ex: Invisible War*, deadly force is always a choice, not a requirement. Let your own sense of ethics and morality be your guide, or simply play it the way you most enjoy.

Weapon Modifications

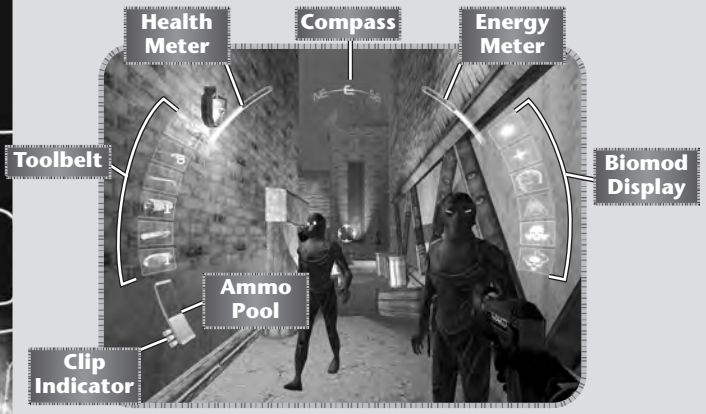
Ranged weapons can be customized with weapon modifications. These devices enhance the performance of your weapon in various ways. A list of available weapon mods can be found on p. 24.

Once you have acquired a weapon mod, open your Inventory Screen and use the Direction Keys or 🖱 to select the weapon on which you wish to install the mod. Then press [Tab] to access your current list of available weapon mods. Use the Direction Keys or 🖱 again to select the mod you want to install, then confirm your choice with [Enter] or 🖱. Each weapon can have two weapon mods installed.

Once installed, a weapon mod cannot be removed or replaced.

HUD

The HUD (heads-up display) is a collection of readouts containing useful information that is overlaid on your field of vision. The following information is displayed on your HUD.



Health Meter

On the top left side of your HUD is your Health Meter. This curved red bar displays your current health status. If the bar is full, your health is fully charged. If the bar is empty your character is dead.

Compass

The Compass indicates the direction you are facing. Use the Compass to help you find your way around. The Compass is at the top center of your HUD.

Ammo Display

The Ammo Display in the lower left corner of your HUD shows the amount of ammo you have. The Ammo Display has two main readouts.

The *Ammo Pool* shows how much of the current clip remains. When the Ammo Pool is depleted, a new full clip refills the pool, if a clip is available.

The *Clip Indicator* shows how many clips of ammo you're carrying, up to a maximum of 10.

3 Biomods

The Biomod Display, on the right side of the screen, shows all your biomod slots and the biomods currently installed in each slot (if any). Press 3 on the numeric keypad to reach this display.

To select a biomod, press 5 (up) or 2 (down) on the numeric keypad; press Enter to toggle the selected biomod on or off. Alternatively, F1 – F6 are assigned to the six biomod slots; press the appropriate function key to toggle a biomod on or off. Some biomods are passive and work all the time, with no need of activation.

Energy Meter

The Energy Meter shows the amount of energy you currently have available to power biomods (see p. 17). It is a curved purple bar next to the Biomod Display.

1 Toolbelt

Your Toolbelt, on the left side of the screen, consists of six slots that can hold Inventory items that are "at hand" — ready for use at any time, without accessing your Inventory Screen. Press 1 on the numeric keypad to reach this display.

To select a Toolbelt item, press 5 (up) or 2 (down) on the numeric keypad; press Enter to equip the selected item. Alternatively, 1 – 6 (on the regular keyboard) are assigned to the six Toolbelt slots; press the appropriate key to equip a Toolbelt item.

See p. 15 for more on your Toolbelt and Inventory.

Hazard Icons

Hazard icons appear at the top of the screen when harmful environmental hazards are present.

Environmental hazards include radiation, bio-toxins, heat and electromagnetic fields.

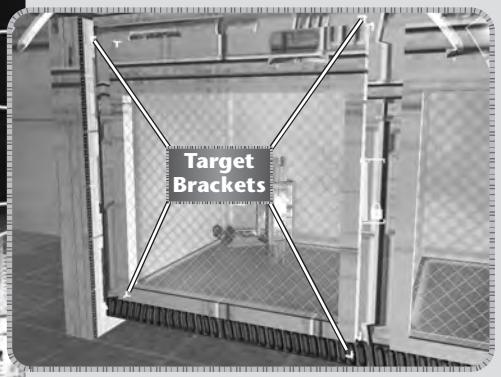
Biomod Upgrade Icon

The Biomod Upgrade icon appears at the top of the screen when an unused biomod canister (including black market biomod canisters) is in your possession. Press B to access the Biomod install screen. See page 18 for information on installing biomods.

TARGETING INFORMATION

Your cursor does more than show your point of aim. Thanks to your internal IFF system, it also shows you a great deal of useful information about your environment.

Target Brackets



Targeting brackets appear around whatever you are looking at. When something is targeted you can fire a weapon at it, pick it up or use it. If a friendly character is targeted, pressing 🖱 will initiate a conversation.

NPC Health Bars

When your IFF system targets an NPC, it will display a bar to the right of the target showing the target's current damage level. The bar will shorten as the target sustains damage. For enemies, this allows you to see how effective your attacks are.

Direction-of-Fire Indicator

If you are being hit by enemy attacks, arrows will flash in the center of the screen showing you the general direction that each hit came from (front, rear, right or left).

Doors & Containers

Your internal sensors provide valuable information about doors and containers you may want to open.

When you focus on a door or container, two vertical indicators are displayed.

The bar on the left displays the door or container's structural integrity (its *strength*). Many doors can be blown open. A red bar indicates the door's relative strength. If the door does not have a strength bar, it is indestructible.

The indicator on the right displays the *lock's* strength. Each lock icon that is displayed represents the number of multitools that are needed to pick the lock. A door can require up to three multitools to open.

When you focus on a locked door or container and press 🖱, you will automatically draw a multitool to pick the lock, if you have any multitools in inventory.

If no lock icons are displayed, that means the door or container is unlocked and can be opened simply by pressing 🖱 to use it.

INVENTORY & DATAVAULT

Your internal data storage generates useful informational screens.

[V] Inventory

Use [V] to access your Inventory Screen.

You can carry up to 12 items in Inventory (or 14 with the Enhanced Strength biomod), including your Toolbelt items. Each slot holds one item (or stack of identical items), regardless of the item's size.

Many items can be taken in hand, but not placed in Inventory. An item that can go into your Inventory will automatically be placed there when you press 🖱 to pick it up.

Consumable items (food, medkits, energy cells and so forth) can be stacked in a single Inventory slot. If you have more than the allowable maximum for a single stack, a new stack will be started in a second Inventory slot (if one is available).

You can carry as many different identical weapons and non-stackable items as you have space for.

From the Inventory Screen you can cycle among the items in your possession using the Direction Keys; to select an item press [Enter] (or 🖱). Once you have selected an item in the Inventory Screen, you have two options:

[Enter] (or 🖱) **Equip/Use.** You will take the item in-hand, and hold it ready. Items that are usable on yourself will be automatically used — medkits, if you've taken damage, power cells if you need energy, and so forth. To actually use other items, first exit the Inventory Screen, then press 🖱.

[Tab] **Drop.** Drop the item where you stand. You can return and pick it up again later, if you wish.

When an item is selected, selecting another Inventory or Toolbelt slot will give you another option:

Swap. Swaps the selected Inventory item into the selected space. This option allows you to move items between your Inventory and Toolbelt or to adjust the position of items within your Inventory.

B Biomod Screen

Access the Biomod Screen with B.

This screen displays detailed information about all biomods and displays your current biomod upgrade levels. You can access information about both installed and uninstalled biomods from this screen. A detailed guide to your biomods begins on p. 18.

N Datavault

Access your Datavault with N. The Datavault stores the Goals, Notes and Images that you receive while playing the game. Cycle through the Goals, Notes and Images with Right and Left Direction Keys (or select a specific file with 🖱).

The Datavault represents your internal "hard drive." It can store images and data files for access at any time. There are three sections through which you can cycle.

The *Goals* Screen lists assigned mission goals waiting to be fulfilled.

The *Notes* Screen records important messages, keycodes and other significant data. Completed goals also are displayed on your Notes Screen.

The *Images* Screen records maps, diagrams and photographs that are important to your mission.

Use Up and Down Direction Keys to scroll through the various pages of each of these screens.

BIOMODS

Biomods are modular nanotechnology implants that imbue you with extraordinary abilities. They are your principal operational assets both in and out of combat, as well as your main means of customizing your character.

You have five assignable biomod slots corresponding with various parts of your body. The light biomod is fixed in the sixth slot, and cannot be upgraded or removed. Each additional slot can carry one biomod at a time, and you must choose from three possible biomods (two standard and one black market, see below) for each slot. Standard biomod canisters can establish or upgrade any standard biomod in any slot, and black market canisters can establish or upgrade a black market biomod in any slot.

Black Market Mods

Black market biomods use illegal nanotech to create powerful modifications. Black market biomod canisters work just like standard canisters. However, they can only be used to establish or upgrade black market biomods. There is one and only one possible black market biomod for each slot.

Standard biomod canisters cannot be used to upgrade black market biomods.

Active and Passive Biomods

There are two types of biomods, active and passive.

Active biomods must be activated to use, and drain bio energy as long as they are in use.

Passive biomods are always on. A passive biomod automatically activates when its effect is needed.

Note that drones can be left on without draining continuous energy; they only burn energy when they fire.

Active biomods can be activated from your HUD, or from the Biomod Screen. In either case, highlight the biomod you wish to activate and press Enter. To deactivate the biomod, highlight it and press Enter again. Alternatively, press F1 – F6 to toggle the associated biomod on or off. Remember to deactivate active biomods when not in use, to save bio energy.

Bio Energy

Bio energy is the electrical energy that powers your biomods. You have internal bio energy "batteries" that must be recharged from an external source when your reserves become low. Bio energy can be recharged using repair bots or energy cells. Some biomods drain your bio energy far faster than others. Being hit with EMP attacks can also drain your bio energy rapidly.

B Biomod Screen

If you have an unused biomod canister in your possession you can use it to establish or upgrade a biomod from your Biomod Screen. The Biomod Screen is accessed with B.

From the Biomod Screen, use Up and Down Direction Keys to scroll through your six biomod slots (or select one with 🖱). As you highlight each slot, icons will appear in the middle of the screen displaying the biomods that can be installed.

Installing and Upgrading

To install a new biomod, you must have an unused biomod canister available (standard or black market, as appropriate).

Go to the Biomod Screen ([B]), highlight the slot where you wish to install the new mod and press [Tab] or . Use Left and Right Direction Keys to scroll through all of the mods currently available for installation or upgrade in that slot (two regular biomods if you have a normal biomod canister in Inventory, one black market biomod if you have a black market canister, or all three mods if you have both). Select the mod to install and press [Enter], then confirm your choice.

Once you've installed a biomod in a slot, you can choose to use any further biomod canisters you may find to upgrade that mod. Each successive upgrade significantly increases the power of your mod. You may upgrade a given mod up to two times.

Using a biomod canister to upgrade a mod is exactly like installing a new mod, except that the mod you select has already been installed.

Hot Switching

If you install a biomod in a given slot, and later decide you would prefer a different mod there — for example, to replace a standard biomod with a black market biomod, or simply because you changed your mind — you can use a new canister to make the switch at will. However, the effects of the original mod, along with any upgrades you have applied to that mod, are lost in the switch.

To switch biomods simply install the new biomod normally (select the biomod you wish to install on the Biomod Screen, and press [Tab] or). You will be prompted to confirm your choice before the previous biomod is deleted.

BIOMOD LIST

Arm

STRENGTH ENHANCEMENT *(passive)*

Adds damage to melee and thrown attacks. Allows you to lift heavier objects and carry more items in your inventory.

BIOTOX ATTACK DRONE *(active)*

Launches a drone armed with a non-lethal biotox weapon. Hovers near you and attacks when you attack. The drone's dart attack is fairly quiet. Only attacks organic targets.

BOT DOMINATION *(active)*
BLACK MARKET

Enables first-person control of a nearby bot, camera or turret.

Cranial

CLOAK *(active)*

Renders you invisible to humans and animals. Not effective against turrets, bots or cameras.

HAZARD DRONE *(active)*

Protects you from environmental hazards such as poison and radiation.

NEURAL INTERFACE *(passive)*
BLACK MARKET

You can enter security control terminals without a password. Allows the control and manipulation of cameras, turrets and other special options.

Eye

VISION ENHANCEMENT *(active)*

Improves your vision. Provides low-light enhancement and (at higher levels) the ability to see through walls using sophisticated scanning techniques.

REGENERATION *(active)*

Rapidly restores lost health. Automatically deactivates when full health is reached.

SPY DRONE *(active)*
BLACK MARKET

A remote camera and EMP weapon. This drone can be piloted — you can see through the drone's "eye" and maneuver it normally. The drone can fly vertically, but it has a fairly low maximum flight altitude. It can fire an EMP attack (which destroys the drone) over a small radius.

Leg

SPEED ENHANCEMENT *(active)*

Increases speed and jumping distance. Increases safe falling height.

MOVE SILENT *(passive)*

Reduces the noise made by walking, running or jumping. Increases safe falling height.

HEALTH LEECH DRONE *(active)*
BLACK MARKET

Allows you to heal yourself when in close proximity to a corpse or unconscious body, by breaking down the body's organic material nanotechnologically.

Skeletal

AGGRESSIVE DEFENSE DRONE *(passive)*

Forces incoming rockets to detonate prematurely. Detonates hurled enemy grenades and projectiles.

THERMAL MASKING *(active)*

Renders you invisible to bots and electronic devices, including cameras and turrets.

ELECTROSTATIC DISCHARGE *(passive)* **BLACK MARKET**

Enhances your hand-to-hand attacks with EMP damage.

WEAPONS & INVENTORY EQUIPMENT LISTS

BIOMOD CANISTER STANDARD

Can be used to install a new biomod or to upgrade an existing biomod. Standard canisters cannot install or upgrade black market biomods.

BIOMOD CANISTER BLACK MARKET

Can be used to install or upgrade a black market biomod.

BINOCULARS

A high-tech vision device that extends viewing distance.

FIRE EXTINGUISHER

A device to put out small fires. It may also be used creatively, for example, to blind unprotected organic opponents. Each extinguisher is effective for three uses, after which it is drained and useless.

Resources

ENERGY CELL

Each of these compact, single-use batteries will fully restore your bio energy. Energy cells can be stacked in a single inventory slot.

MEDKIT

Restores a small amount of lost health when used. Medkits can be stacked in a single inventory slot.

MULTITOOL

An all-purpose nanotech device that can be used to bypass security devices (like keypads, cameras and turrets) and to pick locks. Some complex tasks will require several multitools. Multitools can be stacked in a single inventory slot.

Virtual Resources

CREDITS

The global "virtual currency." Your current total is displayed in its own window at the top center of the Inventory Screen.

SOFT KEY

A nano-code for a specific lock. Your soft key "ring" (a list of soft keys currently stored by your software) can be viewed in your Datavault. Once a soft key is in your possession, you can open its associated lock at will. Since they are data, soft keys take up no physical inventory space.

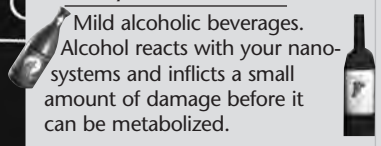
Consumables

You can collect food and drink resources of various types. Food and drink (including water from water fountains) can be processed by your internal systems to heal a small amount of physical damage. All consumables are consumed upon use.

CANDY BAR (MONTYBITES !)

The candy of the future, tailored by nanotechnology to maximize nutrition.

BEER/WINE



Mild alcoholic beverages. Alcohol reacts with your nanosystems and inflicts a small amount of damage before it can be metabolized.

CIGARETTES

If you choose to smoke, you will actually lose health from the cigarette.

SODA

A popular drink, often dispensed through vending machines. As with other food and drink, each soda heals a small amount of damage.

SOY FOOD

The food of the future, tailored by nanotechnology to maximize nutrition.

BREAD, MEAT AND SO FORTH

Old-fashioned provisions.

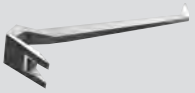
Melee Weapons

The advantage of melee weapons is that most don't require ammo. The disadvantage is that they have no ranged attack.

COMBAT KNIFE

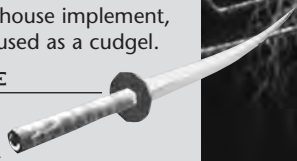
Damage Type
PHYSICAL
Heavy, military-style knife useful for slashing.

CROWBAR



Damage Type
PHYSICAL
Standard warehouse implement, which can be used as a cudgel.

ENERGY BLADE



Damage Type
PHYSICAL
This weapon is the high end of the melee weapon curve. It is a well-balanced sword, enhanced by plasma-electric charge to increase the damage of a strike.

The energy blade has its own internal power source, and does not need ammo or power cells.

RIOT CONTROL BATON

Damage Type
NON-LETHAL
STUN
A police baton. Use as a cudgel.

STUN PROD

Damage Type
NON-LETHAL STUN
Administers an electrical stun attack. The stun prod uses ammo as an energy source.

Thrown Weapons

GRENADES

Grenades are fused, hurled explosives. When thrown normally, grenades explode after a short time. (It's possible to bounce a grenade off a wall to throw it around a corner.) When thrown using alt-fire mode the grenade will explode immediately on contact.

CONCUSSION GRENADE

Damage Type
EXPLOSIVE
A basic anti-personnel explosive. Very noisy.

EMP GRENADE

Damage Type
EMP
Highly effective attack against robots and other mechanical units.

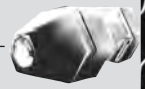
GAS GRENADE

Damage Type
BIOTOX
Emits a cloud of incapacitating gas. Relatively quiet.

SCRAMBLER GRENADE

Damage Type
NONE
Emits a viral electronic transmission that temporarily causes bots to regard their allies as hostiles and their enemies as neutrals — basically, the bot goes over to your side for a time. Does no physical damage.

FLASH BOMB



Damage Type
STUN
Emits a brilliant flash followed by a temporary illuminating flare effect. Blinds organic units.

SPIDERBOMB

Damage Type
EMP/ELECTRICAL
This "bomb" deploys a spiderbot that will attack any nearby enemies with an EMP/electrical blast.

PHOSPHORUS FLARE

Damage Type
NONE
Radiates bright light. Does no physical damage.

NOISEMAKER

Damage Type
NONE
When thrown, it emits noise, which can be used to provide a distraction.

Pistol Weapons

BALLISTIC PISTOL

Damage Type
BALLISTIC
Alternate Fire
FLASHLIGHT
The basic hand-held slug-thrower.

BOLTCASTER

Damage Type
BIOTOX
Alternate Fire
SMART SCOPE
Rather than a traditional tension-based crossbow, the boltcaster accelerates a bolt electromagnetically. The bolt injects a toxin that inflicts non-lethal poison damage over time.

Two-Handed Ranged Weapons

SHOTGUN

Damage Type
BALLISTIC
Alternate Fire
SMOKE
CANISTER LAUNCHER
Fires an anti-personnel blast.

SMG

Damage Type
BALLISTIC
Alternate Fire
FLASHBANG
GRENADE LAUNCHER
A compact, fully automatic weapon.

NOTE: Extended auto-fire causes the shot grouping to spray.

SNIPER RIFLE

Damage Type
BALLISTIC
Alternate Fire
SMART SCOPE
A powerful, extremely accurate distance weapon with a slow refire rate.

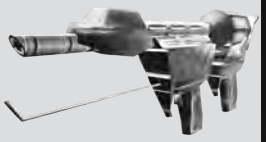
MAG RAIL

Damage Type
BALLISTIC & ENERGY
Alternate Fire
EMP/FIRES THROUGH WALLS
The mag rail produces a powerful energy beam. In alt-fire mode, it is an EMP attack that can be fired through walls and other solid objects, striking the target without damaging the intervening objects.

Heavy Weapons

NOTE: Heavy weapons do not inflict extra damage for head shots.

FLAME THROWER



Damage Type
FIRE
Alternate Fire
NAPALM GLOB
Spews liquid fire. In alt-fire mode, it ejects a napalm glob that adheres to a surface and burns brightly for awhile.

ROCKET LAUNCHER

Damage Type
EXPLOSIVE
Alternate Fire
GUIDED FIRE
(see p. 10)
In regular mode, fires a rocket. In alt-fire mode, the rocket can be guided (see **Alt-Fire**, p. 9).

Mines

Mines must be attached to a flat surface to be activated. In the default proximity mode they will detonate if an enemy passes nearby (you cannot set off your own proximity mines, even if you leave the area and return). Using alt-fire mode sets a 15-second timer, at the end of which the mine will detonate. Mines can be attached to walls, floors and ceilings. You can recover your own undetonated proximity mines if they are no longer needed.

CONCUSSION PROXIMITY MINE

Damage Type: **EXPLOSIVE**
Explodes when an enemy approaches.

EMP PROXIMITY MINE

Damage Type: **EMP**
Disrupts and damages electronic devices like bots and cameras.

SCRAMBLER PROXIMITY MINE

Damage Type
NONE
Emits a viral electronic transmission identical in effect to the Scrambler Grenade (p. 22).

WEAPON MODS

A variety of weapon mods can be installed on the ballistic pistol, boltcaster, shotgun, SMG, sniper rifle, rocket launcher and mag rail. The following is a summary of the weapons mods that can be found scattered throughout the game. Be aware, though, that not all weapon mods can be installed on all weapons.

AMMO SCAVENGER

The weapon uses less ammo.

EMP CONVERTER

Adds EMP damage (effective against bots and electronic targets) to shots.

FRAGMENTARY ROUND

Creates a small-radius explosion on impact that inflicts extra damage.

GLASS DESTABILIZER

Dissolves glass without setting off alarms. Note that the glass destabilizer does not affect non-breakable glass.

INCREASED DAMAGE

Adds more damage per shot.

INCREASED RANGE

Increases shot range.

REFIRE RATE

Weapon fires faster.

SILENCER

Weapon sound is dampened.

OPTIONS MENU

The Options Menu can be used to configure the game to your taste. It is accessed from the Main Menu. Select Options with the Direction Keys and press Enter (or). The Options Menu has five sub-menus.

GAME MENU

Difficulty. You can change the game difficulty during play, if you need help getting past a tough challenge (or if you need a tougher challenge). Options are Easy, Normal, Hard and Realistic.

Interface Opacity. Controls how transparent your HUD is. A more opaque HUD might be easier to read, but may interfere with your view of surroundings. Choose a setting between 1 and 100, with 100 being the most opaque.

Minimal Interface. The dynamic HUD will constantly change in response to your circumstances. This setting defaults to On.

Interface Color. Allows you to select the color of your HUD for maximum readability.

Help Text. Toggles help text. Defaults to On. Help text appears when you focus on an item.

Enable Auto Aim. Auto Aim allows for easier targeting.

AUDIO

All volume controls can be set from 1 (softest) to 100 (loudest).

Speech Volume

Music Volume. Sets the level of background music.

Sound FX Volume. Sets the level of ambient sound effects.

Subtitles. Controls whether dialog will appear as both speech and text, or as speech only. Defaults to Off.

VIDEO

Gamma / Brightness / Contrast. The three video settings control the brightness, contrast and definition (gamma) of the image. They can be adjusted to maximize the clarity of the game on your system.

Resolution. Available resolutions are 640x480 (default), 800x600, 1024x768, 1280x1024 and 1600x1200.

Multisampling. Reduces "jaggies" while slowing framerate. Default is x1; can go as high as x16, depending on your video card.

Bloom. Softens the onscreen images. Default is On.

CONTROL

Vibration. Toggles vibration effect.

Sensitivity. Controls mouse sensitivity, from 1 (least) to 100 (most).

Lookspring. When On, your point of aim will automatically return to "front and center" after you've looked up or down. Default is Off.

Invert Look. By default, you look up when you push the mouse toward the screen, and down when you pull the mouse toward you. This allows you to reverse that, if reversed directions seem more natural.

Key Mapping. If you want to change any of the keyboard or mouse commands, go to this menu.

CREDITS

Displays game credits.

TARSUS ACADEMIES: SECURITY OPERATIONS RESIDENCY®

A personal invitation to AlexD, from Tarsus Academies

Greetings, Alex. As one of the most outstanding graduates of the Tarsus Academies' primary and secondary school systems, you have been selected to receive a full scholarship to our Security Operations Residency program.

The Tarsus Security Operations Residency is an intensive three-year program of training in leadership, technology, special operations, counterespionage and creative problem solving. As a Tarsus SOR resident you will receive training and instruction from field-grade military officers and strategists, international prize-winning scientists, and pre-eminent experts in all fields. We wish we could tell you just a few of the SOR guest faculty members, but for reasons of personal and corporate security, the list must remain confidential until you confirm your enrollment.

Fewer than a dozen Tarsus graduates worldwide have been invited to participate in our inaugural residency. You, Alex, are one of them. As an SOR resident you will be housed comfortably in your own apartment in our New Chicago training facility located in the elite WTO enclave. Tuition, instructional materials (including your own unrestricted data hub access and holoterminal), comprehensive medical, room and board are all fully paid by Tarsus Academies. In addition, you will receive a generous monthly living stipend. Finally, you will receive free medical screening and pre-operative prep for the very latest in field op biomodification. Residents who successfully complete the initial phase of training will receive a full suite of biomodifications and extensive training in their use.

Tarsus is willing to go to all this expense because we want to take the Tarsus Comprehensive Educational Doctrine® to its logical conclusion. Our trainees have already been guaranteed premium assignments at top corporations, because they are the very best going in, and will be even better coming out. We trust that you, Alex, will be among them.

Please discuss this opportunity with your loved ones and reply with your acceptance within 30 days to: **TARSUS.SOR.INVITE**. In the meantime, your further questions are welcome, but confidentiality restrictions may apply until acceptance is confirmed.

CONFIDENTIAL

TARSUS SOR PROGRAM: PERSONNEL PROFILES

Dr. Leila Nassif

Position: *Coordinator, Seattle Advanced Training Facility*

Status: *Active*

Born in poverty in Cairo, at age 6 Leila Nassif was accepted into a local Tarsus Elementary program on a need-based scholarship. She thrived under the Tarsus program, and over the next 22 years completed an education that culminated in an MS degree in Administrative Science and a medical degree from Seville Medical Center, with certifications in biomodification and psychology. After four years as assistant administrator of the Quito Reconstructive Therapy Center, she was offered her current position.

Despite her youth, Dr. Nassif has shown herself to be fully qualified for her position. Energetic, personable and highly empathic, Dr. Nassif has earned the loyalty and affection of her students. Having herself benefited extensively from Tarsus-backed scholarship programs, she can closely identify with the experiences of her residents. Her deep and abiding loyalty to the underlying principles of Tarsus ensure that she will carry out her mission in the SOR with objectivity and efficiency.

Billie Adams

Position: *SOR Resident, Stage 2, New Chicago Facility*

Status: *Active*

In many ways, Billie Adams is both the most and the least successful of the Stage 2 SOR residents. On the one hand, she has absorbed her Stage 1 academic and physical training with an efficiency, and to a degree, that demonstrates her suitability for Stage 2. However, her behavioral adaptability is far less encouraging.

Adams grew up in post-Collapse Old Chicago, and her early experiences on the streets left her cynical and hardened, with a particular mistrust for institutional authority. Her impulses have frequently led her into conflict, bordering on insubordination, with her instructors. However, she has been retained in the SOR program due to her high competency, as well as her **REFERENCE OMITTED AT YOUR SECURITY CLASSIFICATION**.

Billie has shown an interest in subversive thought and organizations that must be carefully monitored. She has formed a quasi-familial affection for fellow Stage 2 resident AlexD, which can perhaps be used to moderate her more volatile traits.

Leo Jankowski

Position: *SOR Resident, Stage 2, Seattle Facility*

Status: *Active*

A top performer, Leo Jankowski has consistently shown an extremely high level of assertiveness, as well as remarkable loyalty and an unusual degree of suggestibility. These traits combined suggest that he is uniquely qualified for a future in military field operations. His physical prowess is exceptional, while his academic achievement can best be described as adequate. His highest academic achievements have all related to biomodification science, probably due to his great eagerness to complete the biomodification process.

Leo's aggressive impulses must be moderated, as they tend to manifest themselves as overconfidence to the point of arrogance. Because of his ability to physically exceed fellow Stage 2 trainee Klara Sparks, he has convinced himself that he is the "star pupil" of the SOR program. It is hoped that exposure to fellow trainees Billie and AlexD will help Leo attain a more realistic appraisal of his own capabilities.

Because of his interest in military specialization, Leo has been allowed to participate in a limited number of low-level security operations. In the field, he has so far conducted himself in a disciplined and efficient fashion.

Klara Sparks

Position: *SOR Resident, Stage 2, Seattle Facility*

Status: *Active*

Klara Sparks, sailing through her studies with alacrity, has also demonstrated a degree of empathy far surpassing any of her Stage 2 counterparts. She shows great potential for a career in negotiation or conflict resolution. Klara is charismatic, with a genuine affection for both her fellow residents and her instructors. She is an excellent motivator of others. Her loyalty to the Tarsus program and her commitment to its ideals are absolute.

Klara's main drawback as a trainee is a tendency to subordinate her own progress to that of others. In fact, her close friendship with fellow resident Leo Jankowski has evolved into an almost co-dependent relationship, with Leo dominating Klara's achievements in order to validate his own imagined superiority, and Klara holding back from her full potential in order not to threaten Leo. It is hoped that reintegrating Leo and Klara with the New Chicago Stage 2 trainees will break this cycle, and allow both to progress more according to their respective potentials.

DEUS EX: INVISIBLE WAR TEAM

Ion Storm Austin

Studio Director Warren Spector

Project Director Harvey Smith

Executive Producer Denise Fulton

Producer Bill Money

Associate Producer Tara Thomas

Lead Programmer Chris Carollo

Programmers Matt Baer, Alex Duran, David Kalina, Jeremy Mappus, Art Min, David Reese, Kain Shin

Additional Programming Jon Blow, Alex Chrisman, James Clarendon, Ian Dunlop, Gabe Farris, John Harries, Elan Ruskin, Paul Tozour

Director of Technology Tim Little

Lead Technology Programmer John Talley

Technology Group Ted Jump, Donavon Keithley, Tim Perry, Mike Privett, Brian Sharp, Pete Shelus, Wendy White, David Whitney

Lead Designer Ricardo Bare

Senior Designers Monte Martinez, Steve Powers

Designer/Game Data Management Kent Hudson

Designers Brian Glines, Clay Hoffman

Additional Design Nate Blaisdell, Jeremy Graves, David Riegel

Art Direction Whitney Ayres, Sergio Rosas

Artists Gregory Callahan, Jared Carr, Chris Cobb, Mike Dean, Paul Effinger, Steve Hartman, Raby Hampton, Rob Kovach, Jay Lee, Jim Magill, Terry Manderfeld, Joey Santori, Brady Townsend, Michael Washburn, Sam Yeates

Additonal Art Stefan Henry-Biskup, Clay Hoffman, Den Johnson, Frank Teran, Mark Vearrier

Lead Writer Sheldon Pacotti

Writing Sarah Paetsch

Intro Cinematics Saab and Miller Productions

Endgame Cinematics vTorque

Audio Director Alexander Brandon

Audio Mark Lampert, Todd Simmons

Session Musicians Joey Santori, Shane O'Madden, Ian Davidson

NG Resonance Songs Performed by kidneythieves (*www.kidneythieves.com*)

Quality Assurance Manager Kay Gilmore

Quality Assurance Lead Dane Caruthers

PC Lead Tester Jon Savinelli

Quality Assurance Team John Alme, Elizabeth Becker, Jacob Beucler, Thomas Bonner, Mark Capers, Andre Garcia, Tim Johnson, Devin Krieg, Patrick Moran, Nathan Regener, David Saleh, Tyler Sargent, Dwight Spaulding, Josh Stoke, Justin Wingard, Brad Woolwine, Matt Wydra

Ion Storm Support Staff Mark Fletcher, Stan Herndon, Ethan McDonald, Kim Wale, Chad Warren, Pam Wolford, Chuque Berry

Documentation Incan Monkey God Studios (Chris McCubbin, writer; Raini Madden, designer; David Ladyman, editor)

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President Rob Dyer

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Product Manager Matt Gorman

Director of Product Operations Kathy Schoback

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Product Submissions Manager Brian King

Customer Support Supervisor Scott Holbert

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PR Specialist Kjell Vistad

Channel Marketing Director Kim Pendleton

Website Yasuto Suga

QA Test Team Ian Stasukevich, Darren Krommenhock, Jason Stevenson, Kip Ernst, Nicole Ferrara, Mike Gonos, Patrick Goodspeed, Kari Hattner, Julian Mehlfeld, Ralph Ortiz, Jordan Romaidis, Daniel Franklin, Matthew Kagle.

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EIDOS INC. UK

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